

*N*orthern *O*hio *A*tari *H*elpers



Newsnotes

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The Editor's Corner



Can We Talk?

I'd like to take this space, which is normally reserved for me to speak my mind, and do just that. I have worked hard to make the *N.O.A.H. Newsnotes* a newsletter to be proud of. I think I've succeeded. Now, it's your turn.

You see, if you look closely as you flip through these pages, you'll notice something strange—almost every article was written (or downloaded) by yours truly. I hadn't planned it that way, it just happened. I was expecting some articles that never showed, and I ended up filling the empty spaces with whatever I could whip up in two days. It means some more work for me, and less variety of opinion for you.

This newsletter is a reflection of the *N.O.A.H. usergroup*. I'd like to ask you each for an article. Just one.

On anything in the computing world you'd like to discuss. Want to review *First Word*? No problem! *NeoChrome*? Sure thing! Want to write an article about whiny editors? Great!

You see, you don't have to review the hottest software or the latest hardware to make it into the covers of the *Newsnotes*. The purpose of a user group newsletter is to provide a means for members to share their computing experiences with each other. You don't even have to be able to spell. (some of our regular columnists can't, trust me!) I'm here as an editor to smooth and polish your article so that it comes out looking fantastic. Really!

There, I'll get off the soapbox. We need your input to make this user group newsletter fly—I've gotten it to the runway, the rest is up to you. *A*

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THIS MONTH'S "MYSTERY" DISK:

Well, this month we offer you an exciting adventure into the unknown, an amazing collection of all sorts of useful little things. What specifically is on the disk? Well, you'll just have to take a look for yourself. There's a little something for everyone, we guarantee!

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N.O.A.H. News

This months *N.O.A.H.* meeting features the melodic tunes of **Joey G.** Joey has been a professional musician for over 20 years and has been using the **ATARI ST** for the last couple of those. He uses a Wersi keyboard that probably cost more than my house! I have seen Joey play out at various spots around town and he is nothing short of amazing. He can duplicate sounds from everything from the jungle to the streets of New York City. I'm sure you will enjoy this demo and I wish to thank Joey ahead of time for his time and talent. Thanks Joe!!

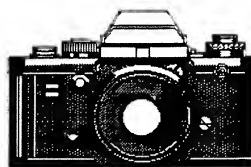
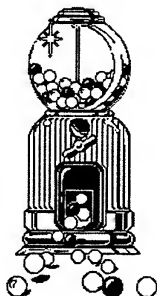
In other news, last month's meeting was extremely nice with the demo of the **ATARI STE**. Speed, great graphics and fantastic sound!! Nice machine and **ATARI** actually delivered **CLOSE** to on time!

The **BBS**, **ST NERD** is doing great with over 40 users signed on in only one week. If this keeps up it will surpass the last time of over 370 members. Could be real interesting. Lots of good conversation and files from the *N.O.A.H.* PD Library.

Right about here I wish to express my thanks to **John and Brenda Giguere** for their devotion to the PD Library. The collection is already over 200 disks and still climbing. Any donations are greatly appreciated and you will receive equal disks in return... filled of course.

With the little space left here I am going to show some more of the clip art I have been creating/editing using **MYG**...

Later,
Doug Novak



ST NERD is back!



**582-1904
1200/2400 24hrs.**

Publishing Pointers

Emphasizing Text: The Do's And Do-Not's of Getting A Reader's Attention

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Calling Attention To Yourself

Pointing out something important is somewhat harder in written communications than it is in spoken messages. When you're talking, it's very easy to SHOUT to point out something important—however, it is not as easy to get someone's undivided attention when they are reading your words. Therefore, some publishing conventions have been created to help you emphasize certain parts of your message. These publishing conventions may be similar to what you have already been doing with a typewriter, but there are some typewriter-specific ways of emphasizing text that are no-no's if you want a publication to look professional. This month I'm going to point out some of the more important techniques for emphasizing text in your publication, and I'm going to also point out some of the ways you shouldn't emphasize in a document.

The DO's of Emphasis:

"Thou Shalt Use Bold"—this rule is fairly simple. For most of your day-to-day text emphasis, simply bolding the words in question is the preferred method. Bolding works best when you want to stress a word, calling attention to just that word. For example: "Justin was not the murderer! A gasp went up from the crowd—if Justin didn't kill her, then **who did?**"

"For Special Words or Quotes, Thou Shalt Use Italics"—For unique or foreign words, you should use italic text instead of bold text. For example: "The child was an *idiot savant*, a retarded person who has an amazing but very specialized ability, like being a piano virtuoso while not being able to dial a phone by yourself." Another area where italic text should be used is when mentioning a book title: "In the book *Future Shock*, author

Alvin Toffler describes the effect of technology on mankind." One final area where italics should be used is for famous quotes: "*1989 is the year of Atari.*"—Sam Tramiel. (Note the use of bold in the quote as well!)

"Thou Shalt Use White Space to Call Attention to Large Amounts of Text"—if there is an entire paragraph that you wish to call attention to, or if there is a unique phrase you wish to highlight, it sometimes is best to use blank area, or *white space*, to set the text apart from the rest of the document.

For example, indenting a sentence creates emphasis by pulling that sentence away from your margins and "framing" it with white space.

Note that this technique is best suited for large amounts of text—pulling away one word would only serve to disturb the flow of text on the page, emphasising the text by making it hard to read.

The Almighty DO-NOT's of Emphasis:

"Thou Shall Not Underline Anything!" — Strange as it may seem, underlining **any** text is considered a major, major no-no in publishing. The theory is that underlining was merely a typewriter's attempt to imitate italics that it didn't have. A good general rule concerning underlines is to replace any underlined text with italics when typesetting a document.

"Thou Shalt Avoid Using ALL CAPITAL LETTERS if Possible"—While using ALL CAPITALS has become the defacto standard of on-line emphasis (modem users use all capital letters to signify SHOUTING), it is generally something that should be avoided in desktop publishing. This rule, however, is not as severely enforced as the "No Underlining" rule, as there are times when using capital letters work well as an emphasis technique. One caveat, however, is to avoid making long stretches of text all capitals—HAVING EVERYTHING IN CAPS DOES GENERALLY TEND TO MAKE TEXT VERY HARD TO READ.

"Thou Shall Avoid Excessive Emphasis"—Calling attention to every other word defeats the entire purpose of creative emphasis. You should only use emphasis when it is really, really, really important to do so. Otherwise, you're just making your document harder to read, and that is the exact opposite of what you are attempting to accomplish with desktop publishing.

"Thou Shall Avoid Excessive Mixing of Emphasis Techniques"—**Bold** combined with *Italics* combined with ALL CAPS equals A **MAJOR HEADACHE!** This should be avoided—just like you should avoid emphasising too many parts of your document, you should avoid using too many emphasis techniques all at once. Combining two techniques, such as ***Bold Italics***, is the upper limit for combinations. Any more than that, and you're just cluttering up your document.

"Thou Shall Not Use Too Many Fonts"—This is a big, big rookie mistake. You've just gotten twenty new fonts for your DTP program, and you're just dying to try them out. Suddenly, you're changing fonts in the middle of your body text, using a *funny* font for cute items, a **heavy** font for bold statements, and a **COMPUTER LIKE** font for technical terms. Suddenly you've got an uneven looking document that's really hard to look at. Creative or

unique fonts have their place, and that is in advertising or as titles—anything else is just "showing off your fonts."

"Thou Shall Not Play With The Font Size"—Enlarging **Big** words or shrinking small ones certainly does call attention to itself, but it also causes unsightly "gaps" in your document. This is due to the fact that most DTP programs have an "auto-leading" feature that automatically adjusts the height of a line of text to the tallest character in the line. If you suddenly **Enlarge** a word, the line is adjusted to the height of that word, leading to uneven spacing.

The Art of Shouting

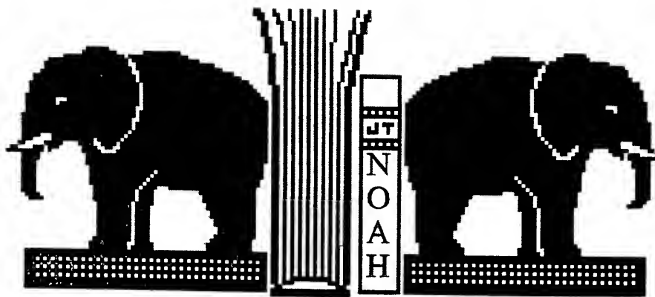
Well, I hope this has helped to shed some light on proper emphasis. In general, the time-honored design philosophy of K.I.S.S. (Keep It Simple, Stupid!) applies just as much to publishing as it does anywhere else. Two to three fonts a page is usually more than enough, and one or two methods of emphasis. Getting carried away and trying to use every technique and font in your arsenal only leads to a messy, unprofessional final product. Set rules as to how you are going to lay out your document, and then stick to those rules as much as possible. The results will speak for themselves. **A**

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N.O.A.H.'s Library

The *N.O.A.H.* (Northern Ohio Atari Helpers) Library is well underway in being organized. There are approximately 90 disks at the time of writing that have been fully cataloged for the following information - disk number, category, title, arc & unarced size, number of files, author if any, description and freeware/shareware etc. This information is kept by use of DataManager Professional by the librarians and a printout kept at AAA Video. As the library expands the copy of this database will be updated and sent to AAA Video. All the disks are being housed at AAA Video and available to all members of *N.O.A.H.*

The disks are formatted single side standard format to enable all users to copy them. To obtain a copy of a disk or specific programs from any of these disks - fill out the request form with all the information and provide *Doug Novak* with the appropriate number of formatted disks. The files will be copied for you.

All files are saved on the disks in arced form. You will need to obtain an unarcing program if you do not have one. Anyone who has Start Magazine can obtain a copy

of `arcx.ttp` - this will handle all the `.arc` files.

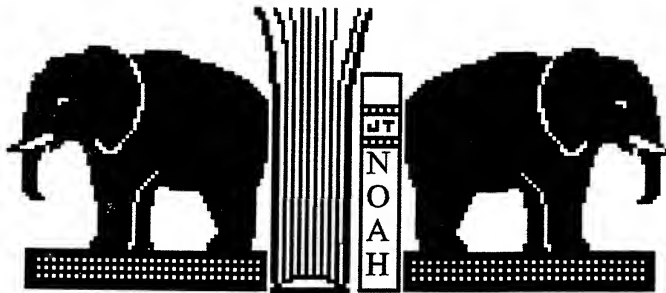
Anyone wishing to add to the library should submit their disk to Doug Novak for him to copy - your disk will be returned to you. If you happen to have descriptions of the programs please leave them with him for availability to the librarians. Please be sure programs are **PUBLIC DOMAIN** or **SHAREWARE**.

The *N.O.A.H.* librarians hope to assist the club by raising money through the selling of disks at local computer

shows. For those who have time to help in this effort your help will be appreciated. Blank disks will be provided through AAA Video with reimbursement for the number used and extras returned at the end of each show. In subsequent newsletters the results of these shows will be reported to all members.

Thanks for your help,

Brenda and John Giguere



N.O.A.H.'s Library

F-19 STEALTH FIGHTER

This recent addition to the air combat simulation game market was anticipated with a great deal of enthusiasm by the ST computer world of air battle players since its successful introduction to the IBM world. The version I have purchased was the one for the ST in the UK imported to the US. The timing is a little curious as the formal US version is due to be released the end of August '90 and this import arrived here only a few weeks earlier. The information I have read is that the European import version will not differ from the US version except for some small packaging details and registration card.

It is the most costly of the simulations to date for the ST and the most elaborate. Truly a no-holds-barred effort to produce a contemporary and realistic simulation (really hard to call this one a "game" anymore) that provides exhaustive mission possibilities, complex graphics, uncompromising sound, and a manual that can be used as a reference of modern warfare and rival illustrated information books in your library.

The Game:

Research in 1989 on the possible performance, shape, and mission of a US stealth fighter, and speculation as to it's name resulted in the programming of F-19. The top secret F-117A was actually deployed in 1983 but openly disclosed only this year. Both shapes (the one based on guesses and the real F-117A) are included in the simulation but are identical in performance.

You can select between two types of missions; air or ground strike, or fly the same missions in "training" mode where being shot down or failing a mission won't affect your permanent pilot log. There are always primary and secondary targets. Note here that air attack missions often include a ground mission which is most likely reconnaissance photography. F-19 has four choices for areas of the real world in which to battle: Central Europe, North Cape of Arctic Ocean (Finland, Sweden, Norway, and USSR), Persian Gulf, and Libya. The terrain image detail is astounding and geographically accurate.

You can choose between four levels of enemy competence (really dumb to nearly unbeatable) and four levels of flight characteristic difficulty (no crashes and ground proximity protection to realistic performance). Choosing the most difficult of all the options (real missions, elite enemy, and real landings) yield the highest point scores upon completing the mission. Successful completion must always include a safe landing.

Upon embarking on a mission (assisted by CRT displayed way points and maps) you will find yourself confronted by a vast array of enemy ground, air, and sea defenses armed with an equally daunting stockpile of marginal and sophisticated weaponry. To counter, you have no less than 17 types of weapons to choose from and addition-

ally, external fuel, 135mm camera, and the ability to air drop supply and equipment packages.

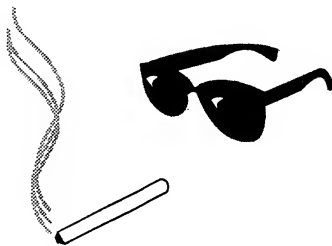
After completing a mission, a detailed graphic debriefing pictorial of your successes or mistakes along with accumulated score is presented. Also, an entertaining animated bar scene with your other flying buddies which changes depending on the effectiveness of your completed mission.

Ranking and medals are included. If you ditch your plane and eject, there's an excellent animation of a rescue helicopter.

Packaging:

You get four, three-color glossy maps, a keyboard overlay, (very similar to Red Storm Rising) manual, computer specific technical supplement, registration card, and three disks. Hard disk installation is not available on this version and has copy protection on all three disks as well as picture identification from the manual. When you format a standard disk from the desktop, you create a fourth disk which is used for pilot records. This file is hidden on the disk and not recognized by TOS.

There cannot be enough said about the manual. It is very complete (192 pages) with full page art, crystal clear examples of game images,



well explained game play, and extensive friend/foe, craft/weapon data. Contents table and elaborate index are accurate and invaluabley useful. The technical supplement omits Cntrl-N to toggle night flying in training mode, and specifies two controls (Cntrl-Q and Cntrl-B) that don't work. Another minor error specifies lines when it should be boxes describing EMV symbols. The fact that it alone is 19 pages suggests the comprehensiveness of the detail involved.

What I Like:

Unparalleled detail and unique external views are a standout miles above any ST simulation I've seen (I've played them all). Screen scrolling is acceptable considering the detail and does not in any way hamper the smoothness of play. It's really fun to sight see! Clouds, along with fire and smoke from successful strikes are handled in a way that is unique, adding a lot of realism and long term interest factors to the game. At night, real star formations and a beautiful moon fill the sky except where hidden by clouds (real nice!).

The sound is synthesized except for the digital opening theme. Nothing lackluster here! The sound of your missile launch is wonderful. Power and wind sound change to reflect the changing flight dynamics of your plane. There are friendly aircraft of all kinds (even commercial) around most of the time. Carrier launch and landing are authentic and exciting. Flight controls can be keys, mouse, or joystick with three selectable levels of sensitivity. I enjoy the joystick play so much I haven't tried the others.

Stealth Fighter?

If you're after rich dogfighting play, this may not be the one for you. The combination necessary to provide low profile and speed to radars and visual sighting does not make this a great dogfighting machine. These same attributes though can bring you nose to tail against the best of the dogfighting Migs without them knowing you're there. Once your formidable and varied weapons are brought to bear, it won't matter if a 550 knot plane is up against a 750 knot afterburner. A full set of modern countermeasure gizmos help to further even the odds.

Problems:

OK, in a game this complex what are the bugs? Unfortunately there are a couple semi-serious ones. There is an unpredictable 180 degree flip that leaves you instantly flying inverted. Night flying can complicate the problem by making it

more difficult to recognize the problem and correct it by rolling upright again. When this happens at altitude under 200 feet, avoiding collision is even more difficult. A couple of players have reported mountains suddenly appearing out of the ocean causing a collision although I haven't run into this one yet (North Cape area) in many hours of play.

The copy protection may render a whole disk or portions of data to be unreadable to the program and the game will lock up with a scrambled screen and error codes displayed. Replacing a disk with a new one solved one such problem for me. Although the documentation hints otherwise, crashes with the ground in training mode will "KIA" your pilot log forcing you to start again with another pilot. If you're unsure of your skill, select "no crash" or "easy landing". MicroProse is looking into these problems and will no doubt come up with solutions.

I still consider the game playable and I'm willing to tolerate them until they come up with some solution. If you want a bug free game, I don't know how long you'll have to wait. The chance to experience a hallmark computer simulation that can fully entertain even critical simulation enthusiasts might be worth jumping in early. I don't regret the purchase feeling that the obvious effort in this project and the good reputation of MicroProse will eventually produce a more concrete product. A conspicuous label on the box assures buyers of STE compatibility.

I consider myself a critical though avid simulation flier. I own Gunship, (another fine Microprose game) F16 Combat Simulator, Falcon, Battlehawks 1942, Flight Simulator II, Jet, and Harrier Combat Simulator. I also admit to owning F15 Strike Eagle (another MicroProse product). Don't judge F-19 using Strike Eagle though. There's no comparison whatever. I consider this game in a world of it's own. It breaks new ground in game programming in the way Falcon did when it was new. **A**

(My aim in posting this review is to aid prospective buyers in purchase decisions about expensive and complex software where a five minute tryout in the store comes far short of providing detail necessary to feel confident in your interest and entertainment value.)

Written by Paul Varn, Seattle Wa. 8-11-90
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The ATARI TT030 Computer

(Editor's Note: The following is a press release by Atari Corp. listing the specifications on the new TT computer)

The Atari TT030

- ✓ Compatible with the Atari ST, 1000's of software titles already available
- ✓ 3 New Graphics modes:
 - 320 x 480 with 256 colors from a palette of 4096
 - 640 x 480 with 16 colors from a palette of 4096
 - 1280 x 960 high resolution monochrome
- ✓ Stereo 8-bit PCM sound
- ✓ 68030 running at 32 Mhz
- ✓ 68881 Floating Point co-processor
- ✓ 2 Megabytes of RAM, expandable to 26 Mb
- ✓ SCSI and ASCI with DMA built in
- ✓ Internal Hard disk
- ✓ SCC LAN port with DMA
- ✓ Four serial ports
- ✓ Parallel port
- ✓ MIDI ports
- ✓ Detachable keyboard
- ✓ Internal A24/D16 VME card slot
- ✓ Real time clock with non-volatile RAM
- ✓ ROM cartridge slot
- ✓ External floppy connector

Comparison of Standard Features:

	Amiga 3000	Mac IIfx	Atari TT030
CPU	68030	68030	68030
FPU	Yes	Yes	Yes
Clock speed	16 Mhz	4	32 Mhz
RAM	2 to 17	1 to 32	2 to 26
Burst Mode	Yes	No	Yes
ROM	512K	256K	512K
Graphics			
Max resolution	1280 x 480	Optional	1280 x 960
Max colours	Interlaced 32 Colors from 4096		Non-interlaced 256 Colors from 4096
Max video RAM	1 Mb		8 Mb
Sound	Stereo	Stereo	Stereo
Expansion	Proprietary	Nullbus	VME
Hard disk	Proprietary	Non-DMA	DMA
Floppy disk	Proprietary	Proprietary	PC compatible
Network	No	Yes	Yes, DMA
Serial	1 x RS232	2 x RS232	4 x RS232
Parallel	Yes	No	Yes
MIDI	No	No	Yes
ROM Cartridge	No	No	Yes

The Atari TT030 Hardware

The TT030 (Thirty-two/Thirty-two bit) is the first member of a new series of Atari computers designed as enhanced versions of the existing ST and MEGA family. The TT series maintains compatibility with the ST/MEGA architecture, but uses the Motorola 68030 microprocessor and provides enhanced graphics and sound. The TT030 is also designed to run Unix (Unix is a trademark of AT&T).

The TT030 is based on the high performance 32-bit Motorola MC68030 processor running at a 32 Mhz clock frequency. The 68030 includes on-chip data and instruction caches which can be filled from some regions of memory in bursts of double word fetches.

The architecture also includes the industry standard VME bus to facilitate expansion. The system supports the latest revision (C.1) of the VME bus specification. The TT030 can accommodate one single-Eurocard (3U) A24/D 16 or A 16/D 16 slave-only VME board.

The TT series is expected to function in an environment with other TTs and even machines from different manufacturers. To facilitate connectivity, each system has an on-board port for a moderate speed LAN. If the LAN is not being used, the port can be programmed to be a standard RS232C port. Through an optional VME bus-based or SCSI-based Ethernet controller, the TT also has the capability of connecting to heterogeneous Ethernet networks. The TT030 has three additional standard RS-232C serial ports for connection to modems, display terminals, or digitizing tablets. The hardware features of the TT030 include:

- ✓ Motorola MC68030 at 32MHz.
- ✓ Motorola MC68881 Floating Point Coprocessor (the coprocessor is socketed, so that it can be optionally upgraded to a MC68882).
- ✓ ST RAM: 2 Mbyte of ST-compatible dual-purpose (video/system) RAM, expandable by an add-on daughterboard containing a further 2 or 8 Mbyte of dual-purpose memory. This 64-bit wide memory appears 32 bits wide to the processor and SCSI/SCC DMA engines. TT video logic has access to this memory on a time critical basis. The remaining system logic, including the processor, can access this memory in the alternate 250 nS TIME SLICES.
- ✓ TT BURST MODE RAM: provision for a daughter-board that will accept either 4 x 1 Mbyte or 4 x 4 Mbyte SIMMS, allowing another 4 Mb or 16 Mb expansion. This RAM can only be accessed by the processor, the SCSI DMA Engine, and the SCC Network DMA Engine. The 68030 can take advantage

of burst-mode for filling its internal cache from this RAM.

- ✓ 4 socketed 1 Mbit ROMS, providing 512 Kbyte of ROM space.
- ✓ Internal video modes that are a superset of those in the Atari ST/STe series using an analog RGB (VGA-like) color monitor:

pixels	rows	colors	palette
320	200	16	4096 (STe compatible)
640	200	4	4096 (STe compatible)
640	400	2	4096 (STe superset)
320	480	256	4096
640	480	16	4096

using a high resolution ECL monochrome monitor:
1280 960 black on white

- ✓ Parallel I/O port, generally used for Parallel printer output.
- ✓ Internal speaker, which can be disabled under software control.
- ✓ 2 low-speed asynchronous serial I/O ports (one from each of two 68901 MFPS) at programmable baud rates up to 19.2 baud.
- ✓ 2 high-speed asynchronous/SDLC Serial I/O ports (from a Zilog 8530 SCC). One port can be programmed to be a Local Talk compatible LAN interface with a proprietary single channel DMA controller. The other port is intended for use as an asynchronous AS-232 port with programmable split baud rates.
- ✓ Battery backed-up real time clock (RTC) with 50 bytes of non-volatile RAM.
- ✓ ST/MEGA compatible intelligent keyboard, with mouse and joystick ports including

support for a 3 button mouse.

- ✓ Atari ACSI DMA channel (for Atari Hard Disk, Laser Printer, CD-ROM, etc).
- ✓ Floppy disk controller and interface sharing the ACSI DMA channel.
- ✓ Musical Instrument Digital Interface (MIDI) STe compatible DMA sound engine with programmable volume and tone control which can play back stereo 8-bit samples at rates up to 50 Khz.
- ✓ Atari ST compatible cartridge port (128 Kbyte Storage).
- ✓ SCSI interface using 23-pin connector implemented with the NCR 5380 SCSI controller chip and a proprietary DMA controller.
- ✓ Industry standard VME bus for expansion.

When comparing the TT030 with the competition, four important features stand out:

- ✓ Flicker-free, high resolution color graphics built-in as standard.
- ✓ High bus bandwidth, independent of video resolution.
- ✓ Excellent connectivity including four RS232 ports, MIDI, LAN, ASCI & SCSI.
- ✓ High speed burst-mode RAM, 32 Mhz CPU clock speed. ♣



Hotwire, Multidesk, and Maxifile: The Ultimate Desktop?

by Kevin Steele

Codehead Wonders

If you've been in the ST world even just a few weeks, odds are you've heard of Codehead Software, the dynamic duo team of Charles Johnson and John Eidsvoog. These two programmers have cooked up some of the best utility software for the Atari ST, software that solves problems and makes using an ST more enjoyable.

In addition, Codehead's continuing efforts to integrate all of their programs has created a unique situation where each Codehead program you purchase actually adds more features to your system than just the program alone could have offered: one Codehead program plus another Codehead program actually yields more than just two programs.

This "synergy" of programs makes it very hard to review just one of their programs alone—there are so many neat features in these programs that are "hidden" until another particular Codehead program is present in your system. Codehead programs are a lot like Lay's potato chips—"No one can use just one", so to speak. Once you've bought one, you find yourself wanting another, and then another. The more you become entwined in the "Codehead Way," the more you

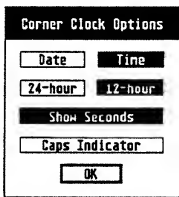
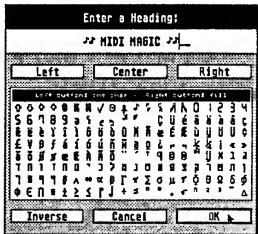
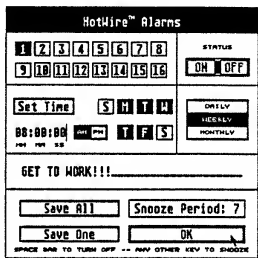
realize that you cannot even imagine going back to the straight GEM desktop.

Let me state right now that this review is being written by a "Codehead Convert", one who religiously uses Codehead software, one who cannot imagine operating an ST without it. If you're looking for a tempered, neutral review, you won't find it here. I will do my best to point out any shortcomings in these programs, but it's going to be a bit like pointing out that Christie Brinkley has a freckle on her left thigh...one wonders why you even bother to mention it.

Hotwire 2.3: The Desktop Enhancer

This program is the "keystone" for the Codehead line of software, the main foundation that ties almost all other Codehead titles together. Hotwire is really more of a "desktop enhancer" than anything else—it doesn't quite replace the GEM desktop, but it does add a large number of wonderful new features to it.

In fact, Hotwire includes so many features that it is nearly impossible to give an in-depth analysis of all of that it has to offer—I won't even try. To try and do so would not only bore you to tears with endless detail, it would plain



wear me out! However, I can (and will) list some of the main features:

- ♣ One-key loading of any program
- ♣ One-key loading of another Hotwire menu
- ♣ One-key loading of any accessory (with Multidesk 2.x)
- ♣ One-key loading of any G+Plus GDOS configuration
- ♣ Menu headings with inverse text and special characters
- ♣ Auto-run any program at bootup
- ♣ One-key access to Multidesk or Maxifile
- ♣ User-configurable on-screen clock with Caps key indicator
- ♣ Alarm-clock with snooze and up to 16 alarms (one-time, daily, weekly, or monthly)
- ♣ Ledger feature tracks time spent in programs and saves results in an ASCII file
- ♣ Unique "Programmable Command Line" feature allows you to send information to TTP and GEM programs
- ♣ Assign up to 4 document types (such as .WP, .DOC, ect.) for each program
- ♣ "Load Document" feature loads appropriate program and then loads requested document
- ♣ One-key loading of a group of accessories (with Multidesk 2.x)
- ♣ Program "Chaining" allows sequential loading of programs, menus, G+Plus configurations, and accessories
- ♣ Special Customizable screen saver with unique

keyboard "lock" feature (requiring a password to regain use of the computer)

And (major cliché time...) "Much, Much More!"

I realize that just listing the features does not do Hotwire justice, but let me add another note: I was a big fan of Neodesk before I discovered Hotwire. Now I can't even find my copy of Neodesk! To say that Hotwire has changed the way I use my ST would be a major understatement. There is absolutely nothing like being able to type the letter "C", for example, and have Hotwire load up the Cybersmash desk accessory (via Multidesk), then load Cyber-CAD 3D, all within seconds. And when I exit CAD-3D, my normal desk accessories are automatically re-loaded!

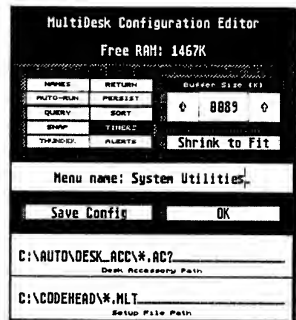
I have alarms set each day to remind me to get start working (8 am) and pick up my wife at the bus stop (6 pm), and I have a special WordPerfect menu that allows me to type "W" from the main menu to access a new menu that lists up to 54 WordPerfect files, each of which can be auto-loaded with another keypress. This review, for example, was auto-loaded by typing "WC" from the GEM desktop, "W" for the WordPerfect menu, and "C" for the Codehead review text file.

Hotwire has to be seen to be believed, and used to be appreciated. It is a straightforward feature-packed program loader, a program that avoids excessive graphic frills in favor of lightning-swift access to your programs. It is a power-user's dream, and as Chet Walters (author of ImageCAT) is fond of saying, "the next best thing to a direct-brain interface."



Multidesk 2.1: Desk Accessory Magic

As you probably noticed in the Hotwire section above, a lot of Hotwire's unique features rely on the Multidesk accessory. Multidesk, for those of you who haven't heard of it, is a desk accessory that allows you to load and unload up to 16 desk accessories (more if you load Multidesk into itself) without rebooting, bypassing GEM's 6 accessory limit. The new version (2.1) of Multidesk adds some neat new features to this already impressive desk accessory manager, such as the ability to load additional accessories without adjusting the internal memory buffer, or the ability to unload a single acces-



sory, rather than having to flush all currently loaded accessories.

Multidesk 2.1 also works in conjunction with Hotwire, allowing you to load new groups of accessories from Hotwire's menu. These "accessory lists" (.MLT files) can even be "chained" to programs, loading in before a program is loaded, and unloaded after the program is exited. These two programs combined help to eliminate many of the reasons ST owners re-boot so frequently, and provide a quick and easy way of "customizing" your ST for each program it loads.

Maxifile 2.0: File Manipulator Extrodinaire

Of course, a replacement desktop isn't worth much if it doesn't allow you to easily manipulate files, something that the GEM desktop is fairly good at doing. Since Hotwire doesn't include any file manipulation features, those resourceful Codeheads created Maxifile, a versatile ACC/PRG that allows you to do everything the GEM desktop can to files, plus quite a few new things.

Once again, it is hard to condense all of the features of this program into the space of this review, so let me just gloss

Source: C:\GEMSYS\		Dest: D:\	
177,918 bytes in 47 items.			
	SYSTEM	Files: 14	Folders: 8
ATSS10 FNT	3584	ATTR180G FNT	2048
ATSS10G FNT	2048	ATTR180H FNT	536
ATSS10HF FNT	536	ATTR12 FNT	4896
ATSS12 FNT	4608	ATTR12G FNT	2560
ATSS12G FNT	3072	ATTR12HF FNT	536
ATSS12HF FNT	536	ATTR18 FNT	8784
ATSS18 FNT	9216	ATTR18G FNT	5120
ATSS18G FNT	5120	ATTR18HF FNT	536
ATSS18HF FNT	536	ATTR24 FNT	14336
ATSS24 FNT	14848	ATTR24G FNT	7680
ATSS24G FNT	7680	ATTR24HF FNT	536
ATSS24HF FNT	536	CALIGR18 FNT	1938
ATTP18 FNT	4698	CALIGR36 FNT	6834
ATTP18G FNT	2658	COMPDD32 FNT	8538
ATTP18HF FNT	682	COMPDS32 FNT	4442
ATTR18 FNT	3584	COMPDB8 FNT	2394
		COMPMS8 FNT	1378
		COMPSS16 FNT	4442
		COMPSS16 FNT	2394
		COURIE10 FNT	1162
		COURIE20 FNT	3682
		HITECH13 FNT	1958
		HITECH26 FNT	6794
		HIGHSS87 FNT	1796
		HIGLSS87 FNT	1024
		SUPBOL22 FNT	5978
		CAD_3D SYS	135
		DEGAS SYS	824
		EASYDRAW SYS	1847
		LAMPPOWER SYS	491
		META SYS	9325

over the details and give you an "overview" of Maxifile—it is a file manipulator that uses the full screen to list files. It has an extensive file filter that allows you to select multiple file ex-

file. Anytime you right-click on a file or folder, it brings up a dialog box showing file information (including a file's 3-line comment) and even includes a "show file" feature as well. Every command in Maxifile has a keyboard equivalent, making file manipulations a breeze.

File Name: PINHEAD .DAT

Read/Write Read Only

New Name? PINHEAD .DAT

Normal Hidden System

Size: 48 bytes

Archive Bit: ON OFF

Last Modified:

Show Print FastBit

Thursday, July 26, 1990

Open OK CANCEL

8:57:56 am

These 3 lines can be used for storing comments...

about a file or folder. This is useful when a filename...

is vague or if you have several versions.

tenders, include/exclude according to filters, filter before/after a date, check the archive bit on files (to see if they've been backed up), and more. It allows you to easily switch between file paths, to move, copy, or rename files and folders. Maxifile also allows you to assign a 3-line "comment" to each file or folder, which is saved as a separate ASCII

A Seamless Interface

The above programs fit together flawlessly to create an interface that replaces all of the features of the standard GEM desktop. Of course, the GEM desktop is always just a mouse click away, but after a week or two of using these Codehead programs, you'll find your return visits to GEM becoming less and less frequent. Codehead software is built around a philosophy of efficiency, and that may take a bit of getting used to, as some of the features work in ways very different from the same function in GEM. You do get used to it (and some come to love it), but it all depends on what you feel is important in an interface. Personally, I couldn't have asked for much more. Now bring on that direct-brain interface... 🐘



Search Filters

DOC BAK PRG RSC

TXT PGS TOS ARC

ASC DO_ TTP INF

WP_ MAC ACC SYS

ARCHIVE BIT: ON OFF

Before After

TOGGLE ARCHIVE BIT

FILTER FOLDER CONTENTS

Include Exclude

Clear OK

Neodesk 3.0

Gribnif Software recently announced a new version of their popular replacement shell program, Neodesk. Version 3.0 includes such unique new features as a "File Clipboard", which allows you to temporarily store a file in memory (like a temporary ramdisk); "Desktop Notes", allowing you to jot down notes on the desktop itself; Completely independent window configurations and new split windows; Macros; Custom fonts; and more. Current 2.0 owners should contact Gribnif for upgrade information.

Gribnif Software
P.O. Box 350
Hadley, MA 01035
Phone: (413) 584-7887

PageStream 2.0

Currently in development for the ST is PageStream 2.0 by Soft-Logik. Version 2.0 now offers on-screen outline fonts for true WYSIWYG (What You See Is What You Get) document displays, and the unique ability to use postscript fonts and artwork even if you don't have a postscript printer! It will support Compugraphic fonts, and any Type 1 or 3 postscript font by simply placing these fonts in your font folder. The upgrade will cost \$75.00 and will include a new manual. It should be available within a few months.

Soft-Logik Publishing
P.O. Box 290071
St. Louis, MO 63219
Phone: (314) 894-0431

PC Ditto II Discontinued?

A new rumor circulating around GENie this month concerns the possibility that Avant Garde is discontinuing their PC Ditto II emulator. This action, if true, should come as no surprise considering the enormous problems Avant Garde has experienced in getting PC Ditto II on the market and working properly. Avant Garde is not going out of business, just phasing out what has been an thorn in their side.

Is PC Ditto II Being Discontinued?

What of the new emulator that emulates a 286 AT-class IBM?

And who killed Laura Palmer, anyway?

We'll keep you posted.

Avant Garde Systems
381 Pablo Point Drive
Jacksonville, FL 32225

TT Update

The new 32 bit Atari TT computer is supposedly at the FCC right now undergoing testing. The version of the TT currently being produced is the 2 meg desktop version, encased in a case that can only be described as hideous. Sleek and high-tech this case design ain't, let me tell you. An interesting rumor right now is circulating concerning the TT's operating speed. Design

specifications say 16Mhz, Atari engineers say 16Mhz, Atari New Zealand says 32Mhz. Rumors seem to be saying that, at the last minute, Atari substituted a 32Mhz 68030 chip for the current 16Mhz chip. This means that the CPU will run at 32Mhz while the rest of the computer operates at 16Mhz. This is similar to the 16Mhz FAST upgrade for the ST, which places a 16Mhz 68000 in an otherwise 8Mhz ST. There will be some speed upgrade with a 32Mhz 68030 chip, but not as much as if the entire computer was built to a 32Mhz specification.

Pocket ST?

Seems that Atari UK is working on a new version of the Portfolio, this one being an ST-compatible. The new pocket computer is supposedly a little larger than the current Portfolio, and will include an improved screen and expanded memory. One wonders what they will use for a substitute mouse—visions of a marble-sized trackball come to mind...

New ST Magazine

For those of you still looking for a new monthly source of ST information, a new magazine has finally made it to Ohio. ST Journal, a business-oriented glossy magazine, has finally shown up on local Walden software bookshelves. This new magazine boasts columnists like Jim Allen (designer of the FAST upgrade board), Andrew Reese (former editor of STart), and John Nagy (of Z*Net fame). It

is a professional, informative magazine, and well worth the \$4.50 cover price. Check this one out!

ST Journal Magazine
113 W. College Street
Covina, CA 91723

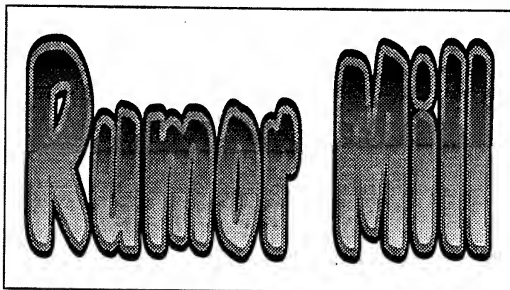
New Cases for STs

Getting tired of cable-mania? Want everything in one, big box? Well, several ST-oriented companies are working hard on a solution to this desire. Both Sprokits and Toad Computer are developing replacement cases for the 520, 1040, and Mega STs. These cases will allow you to install such items as two 3.5" drives, 5 1/4" drive, internal modem, Monitor switcher, hard drive, and other internal ST upgrades into an IBM-style desktop or tower case. No prices (or configurations) have been announced.

Happy/Small Lawsuit Settled

Anyone out there remember the ground-breaking lawsuit Richard Adams (of Happy Computers) filed against Dave Small (of Gadgets by Small)? Well, it concerned defamation of character via international telecommunications, a first in the legal world. It centered around Dave Small's comments about the Discovery Cartridge, and Richard Adam's instructions on how to use the Discovery Cartridge to

"bypass" the need for the Spectre 128 cartridge in running the Spectre Mac emulator. Well, the lawsuit has been resolved, but terms of the lawsuit forbid either side from discussing the case. Since Gadgets by Small is still thriving, and Happy Computers has seemingly fallen off the face of the earth, you decide who won and who lost...



New AT-Class IBM Emulator?

Yes, it seems Michtron is going to be bringing another version of PC Speed into the United States. This new version, PC Speed 286, is an AT emulator! The current batch of hardware emulators can only emulate a Turbo XT computer, which operates at about 60% of the speed of an 8Mhz AT, the slowest AT currently on the market. This AT emulator would open up a whole new world of IBM software for ST owners, software that the current XT emulators just can't run (like the newest releases of Lotus 1-2-3, for example). No word yet on price or features, but we'll fill you in as soon as we know.

STe Problems

The STe is finally here in the US, but its arrival was not without some problems. Seems there was a small batch of STe's shipped that had a bad DMA chip, causing them to trash any hard disk attached to them after anywhere from 1 minute to 1/2 hour. This problem seems to be easily remedied with a DMA chip swap, however. Another

concern was the fact that the STe's shipped to the US have the TOS 1.6 chip set, instead of the 1.62 set promised by Atari. The 1.62 set fixes a few minor bugs in the 1.6 set, such as the strange inability for the STe to boot into medium resolution. A patch program is currently being shipped with

the current 1.6 STe's that fixes this problem. No word yet on any TOS 1.6 to 1.62 upgrade offer from Atari. **A**

**Got a Hot Rumor?
We'd love to see it!
Just mail it to:**

Rumor Mill
N.O.A.H. Newsnotes
5538 Pearl Road
Parma, Ohio 44129

(or upload it on ST Nerd BBS!)

N O A H

orthern hio tari elpers



September 1990



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	4	5 C.A.C.E. Meeting at 7:30 Contact Randy Hahn for information	6	7	8
9	10	11 T.A.P. Meeting at 7:30 Contact D. Sticklic for information	12	13 Last Day for Newsletter Articles	14	15
16	17	18	19	20 N.O.A.H. Meeting 6:30 pm at AAA Video	21	22
27/30	28	29	23	24	25	26

AAA VIDEO

ATARI ST Software

A A A Video Repair
&
Computers
5538 Pearl Rd.
Parma, Ohio 44129
Phone: 845-6260

Quadrallen
Thunderblade
F-16
Tetra Quest
Manhunter New York
Corruption
Manhunter, S.F.
Exolon
Space Harrier
Platoon
Total Eclipse
Scenery Disk #9
Fiendish Freddy's
Big Top O'Fun
Symbols And Slogans

Space Station
Oblivion
Powerdrone
Obliterator
California Games
Eliminator
Championship
Wrestling
Q-Ball
Universe III
Archipelagos
Deja Vu II, Lost In
Las Vegas
Falcon—The Next
Mission Disk

Ballistix
Codehead Utilities
Robo Cop
Rambo III
Paper Boy
Operation Wolf
Titan
Barnum And
Bailey Circus
STOS Compiler
Cyber Print
Red Lightning
Nether World
Space Quest III
Miami Vice

Darkside
Axe Of Rage
Omega
Prison
Jug
Hostage
Devon-Aire
MultiDesk
G+Plus
Talespin
Renegade
Artura
Speedball
Quick ST II

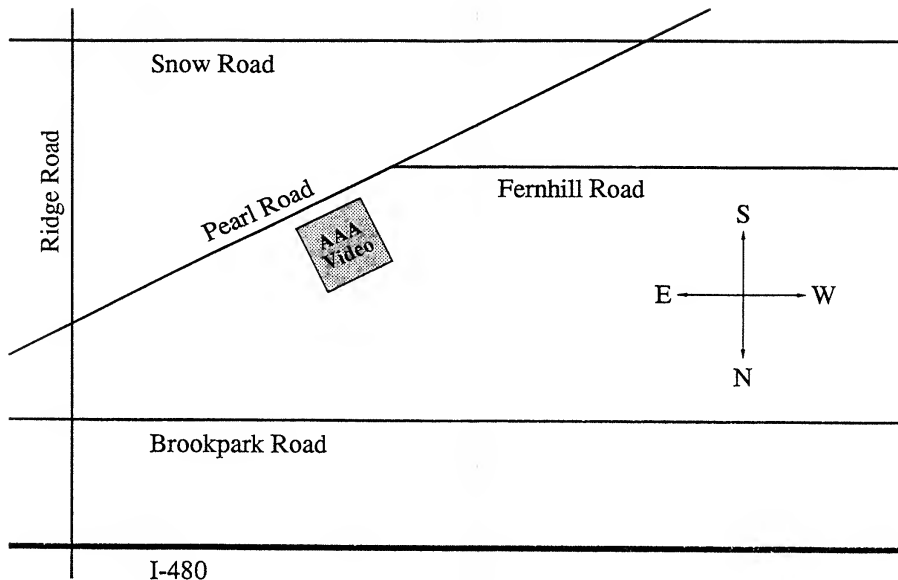
European Titles

Grand Prix
Dominator
Tom And Jerry
Airborne Ranger
Silkworm
Leonardo
Astaroth
Dark Fusion
Mr. Heli
Conflict: Europe
Lancaster
Master Grand Prix
Bangkok Knights
Chambers Of Shaolin
Toobin'
TinTin On The Moon
Time
Hound Of Shadow
Iron Lord
Savage
Spherical
Honda RVF
Running Man
STOS Sprites 600
Vigilante
Sleeping Gods Lie
Gilbert
Castle Warrior
Passing Shot
Steel
H.A.T.E.
Dynamite Dux
Star Wars Trilogy
Turbo Out Run
Tom And Jerry II
Asterix
Wall Street
Austerlitz

Wicked
Phobia
Red Heat
Kennedy Approach
Thunderbirds
Gemini Wing
Bad Dudes vs. Dragonninja
Shinobi
Laser Squad
Moonwalker
Starbreaker
Ooze
Stormlord
Beverly Hills Cop
Premier Collection II
Premier Collection III
First Contact
Ghostbusters II
Skidoo
Eskimo Games
Bloodwych
Data Disk #1
Super Wonder Boy
Rotox
AMC
Flood
Imperium
Dungeon Master/Chaos
Combination Pak
Slayer
Snoopy
Mindbender
Armada
Outlands
Prince
Knight Force
Iron Trackers
Pictionary

Sporting Triangles
Winners
Tempest
Future Wars
Interphase
Hellraider
Chase H.Q.
Oil Imperium
Nevermind
Continental Circus
Chicago 90
The Untouchables
Safari Guns
Rorke's Drift
Hammerfist
Crack Down
Skidz
Bridge Player 2150
Defender Of The Earth
Time Soldier
Dyter-07
Klax
Colorado
The Viking Child Prophecy
Puzzle Book 1
Conquor
F-29 Retaliator
Operation Thunderbolt
Teramis
Fire!
Rotor
Demon's Tomb
Star Flight
Rainbow Island
Kayden Garth
Onslaught
Commandos

Clown-o-Mania
Ninja Spirit
World Championship
Boxing Manager
Tempest
Fallen Angel
Twin World
Star Blaze
Cloud Kingdoms
Sherman M-4
Renaissance
Ninja Warriors
Bad Company
Sonic Boom
Castle Master
Cyberball
Quartz
Kid Gloves
Ivanhoe
X-Out
Dan Dare II
Heavy Metal
Impossamole
Full Metal Planet
Xenophobe
Switchblade
Gauntlet II
Fighter Bomber
Tech
Gravity
Count Duckula
Pinball Magic
1st Person Pinball
Pursuit To Earth
Galaxy Force
Sim City



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